PRIMAL: The Awakening – Unofficial Play Guide

1. Start of Game

1.1. Monster Setup

i. Place Stance I card on the Monster board (red segments indicate Vulnerable Sectors)
ii. Place all Peril cards for Stance I below the Monster board
iii. Place all Objective cards for Stance I below the Monster board
iv. Shuffle Monster Behaviour deck and place next to the Monster board
v. Shuffle Attrition deck and place next to the Monster board
vi. Take 3 Monster Behaviour cards and place on the 3 dedicated slots on the Monster board face down

1.2. Player Setup

i. Choose Weapon, Armour, and Helm from inventory up to experience level
ii. Add **+1/-1 Damage** tokens to weapon according to Monster elemental strengths and weaknesses [7.6]
iii. Choose equipment cards from inventory and apply any **Setup** requirements
iv. Compile Action card deck according to selected Weapon
v. Choose a Mastery card <= experience level
vi. Shuffle Action card deck and take 5 cards
vii. Optional: Return any or all cards in hand to the bottom of the Action card deck, select new cards from the Action card deck to make up a hand of 5, then shuffle Action card deck

1.3. Combat Board Setup

i. Place the Monster miniature in the middle of the Combat board facing the bottom of the board (Front Sector)
ii. Place player miniatures on the Combat board according to the setup instructions of the Scenario
iii. Place terrain on the Combat board according to the setup instructions of the Scenario

1.4. Round Tracker

i. Set the Round marker to 1 on the Round Track

1.5. First Player

i. Give the **Aggro** token to one player chosen arbitrarily by the group

Play commences with Start of Round, after which the player with the Aggro token takes the first Turn

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2. Start of Round

2.1. Consume

i. Each player may choose to activate any **Consume** effect cards then remove those cards from the game [p41]

2.2. Monster Struggle

i. Add 1 **Struggle** token per player to the Monster board [p20]
ii. Add 1 **Struggle** token per **Acceleration** token to the Monster board [p42] (**Acceleration** tokens are gained from Monster Behaviour cards)
iii. Resolve: [5.14] 10+ Monster **Struggle** Tokens (Unleash)

2.3. Upkeep

i. Resolve: Cards with **Upkeep** effects [p42]

2.4. Behaviour Switch

i. Skip on Turn 1: Discard all active Monster Behaviour cards with the lowest Switch value and replace with new Monster Behaviour cards [p20]

3. Player Turn

Perform the following phases in order when it is your Turn:

3.1. KO

Note: If you are **KO**, you do not receive damage and are not targeted by the Monster

i. If you have a black **KO** token [p32]:
   a. Discard the **KO** token
   b. Discard all **Damage** tokens
   c. Draw/discard cards to 5 less the number of **Strain** tokens you have
   d. Discard any **Strain** tokens (**Strain** tokens are acquired from Action cards)
   e. Stand your miniature back up on the Combat board – You are back in the game from the next Round
   f. **End your Turn** and continue play with the next player or End of Round (ignore Attrition)
ii. If you have a red **KO** token [p32]:
   a. Flip the **KO** token to black side face up
   b. **End your Turn** and continue play with the next player or End of Round (ignore Attrition)

3.2. Start of Turn

i. Heal: Discard 1 **Damage** token per **Baethanis** terrain in your Sector [p23]
ii. On a **Plateau**? → Climb down [p43]
iii. On the Monster's back? → Thrown to the ground (suffer no damage) and land in a Sector of your choice [p44]
iv. Optional: Trigger any **Start** abilities on your cards in any order you choose [p41]
v. Resolve: Monster Behaviour Location Reaction cards [p34-35] that do not have **Stun** tokens [p41]

3.3. Move

i. Optional: Choose one of the following movement options [p21]:
   - Moving from a Sector without **Sand** terrain to an adjacent Sector [p44]? →
     i. Discard a card / **Stamina** token worth 1+ Stamina to move to an adjacent Sector. Excess Stamina is lost.
     ii. Discard any **Threat** token.
   - Moving from a Sector with **Sand** terrain to an adjacent Sector [p44]? →
     i. Discard cards / **Stamina** token worth 2+ Stamina to move to an adjacent Sector. Excess Stamina is lost.
     ii. Discard any **Threat** token.
ii. Optional: Unoccupied **Brush** terrain in your Sector AND Not in the Monster Front Sector [p23]? →
   - Place your character on the **Brush** terrain, name a player then **Stop your Turn**
   - **Resume your Turn** from here after the player you named has finished their Turn
iii. Remained in the same Sector? → Add a **Threat** token to your Hunter board
iv. Red or yellow **Fire** terrain in your Sector? → Do not play your card Sequence and continue play with the Attrition phase [3.5] [p23]

3.4. Sequence

i. Optional: Play up to 5 cards from your hand [p24-25]. To play a card:
   a. Pay Stamina Cost: Discard one or more cards / **Stamina** token with a combined stamina cost of the card you want to play (**Stamina** tokens are gained during the End of Turn phase [3.6])
   b. Card has a red Aggro symbol? → Take the **Aggro** token (the **Aggro** token is used during the Monster Orientation phase [3.7])
   c. Apply the Ability text of the card [Glossary]
   d. Resolve: Card Type effects:
      - **Attack** Can only be played if you are in a Vulnerable Sector [p25]:
        i. Monster has an **Armor** token? → Discard the **Armour** token, and no damage is dealt [p42]
        ii. Monster does not have an **Armor** token? → Deal your Weapon damage value (halved and rounded down if it has a **Deplete** token [p32]).
        iii. **Cyricae** terrain in your Sector? → Deal additional damage equal to your Weapon level [p23]
      - **Manoeuvre**
        i. Discard 1 **Struggle** token from the Monster [p25]
      - **Parry/Dodge**
        i. These cards are used to avoid Attrition damage at the end of your Turn [p25]
      - **Wound**
        i. Discard the card [p33]

ii. Resolve: Monster Behaviour Attack/Manoeuvre/Parry/Dodge Reaction cards [p35] without **Stun** tokens [p41]
iii. Resolve: Monster Behaviour Trigger Reaction cards [p35] without **Stun** tokens (before the triggering card is discarded) [p41]
iv. Replace any discarded Monster Behaviour cards face down [p34]

3.5. Attrition

i. No **Threat** token [p21]? → Reveal 1 card from the Attrition deck [p30]
ii. **Threat** token [p21]? → Reveal 2 cards from the Attrition deck and choose the card with the higher value [p30]
iii. Number of Sequence defence cards played < Attrition value on the revealed card? → Take the Attrition damage indicated on the Monster Stance card [p30], and resolve damage [5.4] Receiving Damage & KO
iv. Optional: **Rock** terrain in your Sector? → Remove the **Rock** terrain to prevent the Attrition damage [p44]

3.6. End of Turn

i. Discard all cards in your sequence in the order played (last card played at top of Discard pile) [p33]
ii. 2+ cards in your hand? → Take 1 **Stamina** token (max 1 **Stamina** token per player) [p33]
iii. Refill/discard your hand to (5 - number of **Strain** tokens)
iv. Discard any **Strain** tokens (**Strain** tokens are acquired from Action cards) [p33] [p41]
v. Optional: **Plateau** terrain in your Sector? → Climb onto it by putting your miniature onto the **Plateau** terrain [p43] Plateau effects are now active [5.15]

3.7. Monster Orientation

i. Monster not facing the player with the **Aggro** token? →
   a. Rotate the Monster to face that player [p33]
   b. Resolve: Monster Behaviour Orientation Reaction cards [p35] that do not have a **Stun** token [p41]
ii. Play continues in a clockwise order [p19] or reverts to a player hidden in **Brush** terrain [p23]

4. End of Round

i. Resolve: Monster End of Round Behaviour cards [p35] that do not have a **Stun** token [p41]
ii. Discard all **Blind** tokens from the Monster board [p41]
iii. Discard all **Stun** tokens from the Monster board [p41]
iv. Discard all yellow **Fire** tokens from the Combat board [p23]
v. Flip all red **Fire** tokens to their yellow side [p23]
vi. Advance the Round marker by 1 on the Round Track and resume play from the Start of Round [p39]
vii. Round 10 ended? → You are all exhausted and it is **GAME OVER!** [p39]

5. Stuff you need to keep an eye on!

5.1. Resolving Cards

i. The event that triggers a Behaviour card must be fully resolved before revealing that Behaviour card [p34]
ii. The active player chooses the order in which Triggered cards are revealed unless specified in the card text [p28]

5.2. Monster Boost

i. Total **Struggle** tokens >= Struggle value on Behaviour card being resolved? → Discard that number of **Struggle** tokens, and activate the Boost effect of the card [p34]

5.3. Dealing Damage & Defeating the Monster

i. Add the corresponding number of **Damage** tokens to the Monster board [p26]
ii. Total damage on the Monster board >= Life points of the active Stance? [p26]:
    a. Discard **Damage** tokens from the Monster equal to the Life points of the completed Stance [p26]
    b. Remove the Stance card from the game and select the card with the next highest Stance number [p26]
    c. Remove all active Peril cards from the game that do not have the * symbol by the stance number [p38]
    d. Remove all active Objective cards from the game that do not have the * symbol by the stance number [p38]
    e. Place all Peril cards for the new Stance below the Monster board [p38]
    f. Trigger any When Revealed effect of the new Stance [p26]
iii. Final Stance complete? → Immediately **DEFEAT THE MONSTER!** [p26]

5.4. Receiving Damage & KO

i. Add the corresponding number of **Damage** tokens to your Hunter board [p32]
ii. Equipment Strong X against damage Element? → Reduce damage by X (modifiers stack) [pC13]
iii. Equipment Weak X against damage Element? → Suffer X additional damage (modifiers stack) [pC13]
iv. Total damage >= Total Life points? →
(sum of Armour and Helm Life points [p29], halved and rounded down if they have a **Deplete** token [p32])
    a. Immediately discard your hand [p32]
    b. Add 1 Wound card on your Discard pile [p32] (Wound cards reduce your Action card deck efficiency [p33])
    c. Add a **Deplete** token to both your Armour and Helm cards [p32]
    d. Lay down your miniature on the Combat board indicating the Hunter is knocked out [p32]
    e. Add a **KO** token to your Hunter board with red side facing up [p32]
    f. You have the **Aggro** token? → Pass it to a player of your choice who is not **KO** [p32]
    g. 1+ player is not **KO**? → **End your Turn** and continue play with the Monster Orientation phase [p32]
v. All players **KO**? → **GAME OVER!** [p39]

5.5. Fire

Note: Players in a Sector with **Fire** terrain cannot play any cards from their hand during Sequence, but they may continue to use Assist and Reaction cards [p43]

i. When a **Fire** terrain is placed in a Sector, discard all **Brush** terrain from that Sector [p23]
ii. When a **Fire** terrain is placed in a Sector which has a **Fire** terrain, each player in that Sector takes 1 damage [p23]

5.6. Empty Action Card Deck (Tired)

i. At any time during the game, if you need to draw an Action card and your deck is empty, Immediately:
    a. Suffer damage equal to your Weapon level [p33]
    b. Shuffle your Discard pile to form a new Action card deck and proceed drawing [p33]

5.7. Empty Monster Behaviour Deck (Escalation)

i. At any time during the game, if the Monster Behaviour deck is emptied, Immediately:
    a. Add 1 **Struggle** token to the Monster board [p20]
    b. Shuffle the Monster Behaviour Discard pile to form a new Monster Behaviour deck [p20]
    c. Resolve: [5.14] 10+ Monster **Struggle** Tokens (Unleash)

5.8. Assist Cards

i. Optional: At any time during another player's Turn (once per ally), discard a card with an **Assist** keyword from your hand and have the active player immediately draw 1 card [p26]

5.9. Reaction Cards

i. Optional: Abilities that have the Reaction keyword can be triggered out of your Turn, being played as a response to a specific situation in the game, which is specified in the Ability text [p26]

5.10. Mastery Cards

i. Collect **Counter** tokens by following the Focus condition indicated on the Unfocussed side of your card [p30]
ii. Total **Counter** tokens = Card's Focus value? → Flip the Mastery card and apply its Ability text for the remainder of the scenario [p30]

5.11. Peril Cards

i. Peril cards have passive abilities specified in the Ability text [p38]
ii. When a **Blind** token is placed on a Peril card, that card is considered blank until the end of the round [p41]

5.12. Objective Cards

i. Follow the objectives described on the Objective cards to gain special bonuses [p38]
ii. Remove the Objective card from the game once completed [p38]

5.13. Weapon and Armour

i. Your Weapon and Armour have passive abilities specified in the Ability text [p29]
ii. Weapon has **Deplete** token? → Weapon damage is halved and rounded down [p32]
iii. Monster Weak X against your Weapon's Element? → +X bonus damage to your attacks [pC13]
iv. Monster Strong X against your Weapon's Element? → -X malus damage to your attacks [pC13]
v. Armour has **Deplete** token? → Armour life points are halved and rounded down [p32]
vi. Helm has **Deplete** token? → Helm life points are halved and rounded down [p32]

5.14. 10+ Monster Struggle Tokens (Unleash)

i. When **Struggle** tokens are about to be added to the Monster AND the Monster already has 10 or more **Struggle** tokens [p20]:
   a. All players immediately suffer damage equal to the Attrition value of the active Stance [p20]
   b. Add the new **Struggle** tokens to the Monster [p20]
   c. Discard 5 **Struggle** tokens from the Monster [p20]

   Note: Monsters' Peril cards may grant special Unleash abilities that replace or modify the standard one [p20]
   Note: If the Monster has <10 **Struggle** tokens and the new **Struggle** tokens result in 10+ **Struggle** tokens, this does not trigger the Unleash ability

5.15. Plateau Terrain (Mount the Monster)

i. Optional: When a Monster Reaction is triggered while you are on top of a **Plateau** terrain, jump on the Monster's back: [p43-44]
   a. Place your miniature onto the Behaviour card being triggered to prevent that Reaction from taking place
   b. Reveal the top card from the Attrition deck
   c. Discard the top card from your Action card deck
   d. Compare the Attrition value with the Stamina points of the discarded card:
      - Stamina points >= Attrition value? → Deal your Weapon damage to the Monster (halved and rounded down if it has a **Deplete** token [p32]) and remain on the Monster
      - Stamina points < Attrition value? → Thrown to the ground, take the Attrition damage indicated on the Monster Stance card, and land in a Sector of your choice

ii. You may repeat this action for other Monster Reactions until you are thrown to the ground [p44]
   Note: At the start of your next Turn, if you are still on the Monster's back, you are thrown to the ground [p44] (this is covered in Start of Turn [3.2])

6. End of Game

i. During Campaign mode, keep any Wound cards in your Action card deck [p33]
ii. During Campaign mode, keep any **Deplete** tokens associated with your equipment [p32]

7. Glossary

7.1. Traits and Keywords

Traits shown on cards are written in *italics* and they have no inherent effect on the game. Instead, some card abilities reference cards that possess specific traits, e.g., *Aim*, *Slash*, *Rampage* etc.
Keywords shown on cards are written in **bold** and they are associated to a specific game effect.

7.2. Hunter Keywords

- **Assist**: if a card has the Assist keyword, at any time during another player's turn, you may discard that card from your hand to immediately have the active player draw 1.
- **Blind**: place the Blind token on a Peril card in play. That Peril card is considered to be blank until the end of the round (discard the Blind token at the end of the round).
- **Confuse**: when you Confuse the Monster you may discard up to 2 active Behaviour cards replacing them with the top-most cards in the Behaviour deck.
- **Consume**: you may choose to activate this effect at the start of the Monster phase. After the activation, remove this card from the game.
- **Heal X**: remove X damage from your Hunter board.
- **Move**: you can place your Hunter in an adjacent sector on the board
- **Opening**: if the card is played as the first card in your Sequence, trigger the Opening ability.
- **Quick Assist**: like Assist, but after discarding the card, you also draw 1.
- **Recycle X**: discard X cards from your hand and then draw X cards.
- **Start**: you may trigger the related ability at the start of your turn. Note: if more than one Start ability triggers, you decide the order of activation.
- **Stealth**: cards with the Stealth keyword do not trigger any eventual / / / Monster Reactions.
- **Strain** (token): during the refill your hand step at the end of your turn, draw 1 card less for each Strain token you have; then, discard those tokens.
- **Stun**: place the Stun token on an active Behaviour card: that card cannot be triggered until the end of the round (discard the Stun token at the end of the round).
  Then, choose another player to deal its Weapon damage to the Monster for each they have in hand.
- **Volley X**: discard X cards from the top of your deck; deal your Weapon damage to the monster for each discarded this way.
- **Vulnerable**: when you inflict Vulnerable, the next time in the round the Monster suffers damage, that damage is doubled.

7.3. Monster Keywords

- **Armor** (token): when you play an Attack card, if the monster has an Armor token, discard it and cancel the damage the card would have dealt (both Weapon damage and eventual additional damage from the card ability).
- **Acceleration** (token): during the Struggle step of the Monster phase, the Monster collects 1 extra Struggle for each Acceleration token it has.
- **Bonus damage**: when a Boost effect reads Bonus damage +X, it means all damage dealt by that Behaviour card is increased by X.
- **Escalation**: the Monster is said to escalate when it gains Struggle as a consequence of its Behaviour deck being emptied (see more on page 20).
- **Upkeep**: this effect is triggered after the Struggle step of the Monster phase.

7.4. Action Card Symbols

/ / / : this symbol represents your Weapon level. (*i.e. when you are instructed to deal 2 additional damage, you must multiply your weapon level by two and then add that amount of damage to your attack.)*

: this symbol refers to an Attack card. When this symbol is followed by ":" and an ability, it means that ability activates when you play an Attack card from your hand.

: this symbol refers to an Manoeuvre card. When this symbol is followed by ":" and an ability, it means that ability activates when you play an Manoeuvre card from your hand.

: this symbol refers to an Parry card. When it is followed by an ability, that means the ability activates when you play an Parry card from your hand.

: this symbol refers to an Dodge card. When it is followed by an ability, that means the ability activates when you play an Dodge card from your hand.

[*Trait*] ◄: this symbol, followed by ":" and an ability, means that when you play this card from your hand, the ability activates if the previous card in your Sequence has that [*Trait*].

►: this symbol, followed by ":" and an ability, means that if the next card you play in your Sequence is a card of that type (in this case, a RED), at that moment, the ability activates.

◄: this symbol, followed by ":" and an ability, means that when you play this card from your hand, the ability activates if the previous card in your Sequence is a (of course this may happen with any other card type).

: the effect which follows this symbol is activated only if your Mastery is Focused (see Mastery card at page 30)

7.5. Reaction Symbols

: When a player plays an Attack card from their hand.

: When a player plays an Manoeuvre card from their hand.

: When a player plays an Parry card from their hand.

: When a player plays an Dodge card from their hand.

: At the end of the round, before any other "at the end of the round" effect.

: The event that triggers this Reaction symbol is explained in a Peril or Objective card in play.

: When another Behaviour card is triggered (before that card gets discarded).

: When a player starts their turn in the Front sector.

: When a player starts their turn in the Flank sector.

: When a player starts their turn in the Rear sector.

: When the monster changes its orientation.

7.6. Elemental Strengths & Weaknesses – Monsters

Each Monster has its own strengths and weakness with respect to different Elements. The Monster's strengths and weakness are indicated in the instructions of the scenario.

- If a Monster is Weak X against your Weapon's Element, you have a +X bonus damage to your attacks During setup, place the corresponding +X bonus **Damage** tokens on your Weapon card
- If a Monster is Strong X against your Weapon's Element, you have a -X malus damage to your attacks During setup, place a corresponding -X malus **Damage** tokens on your Weapon card

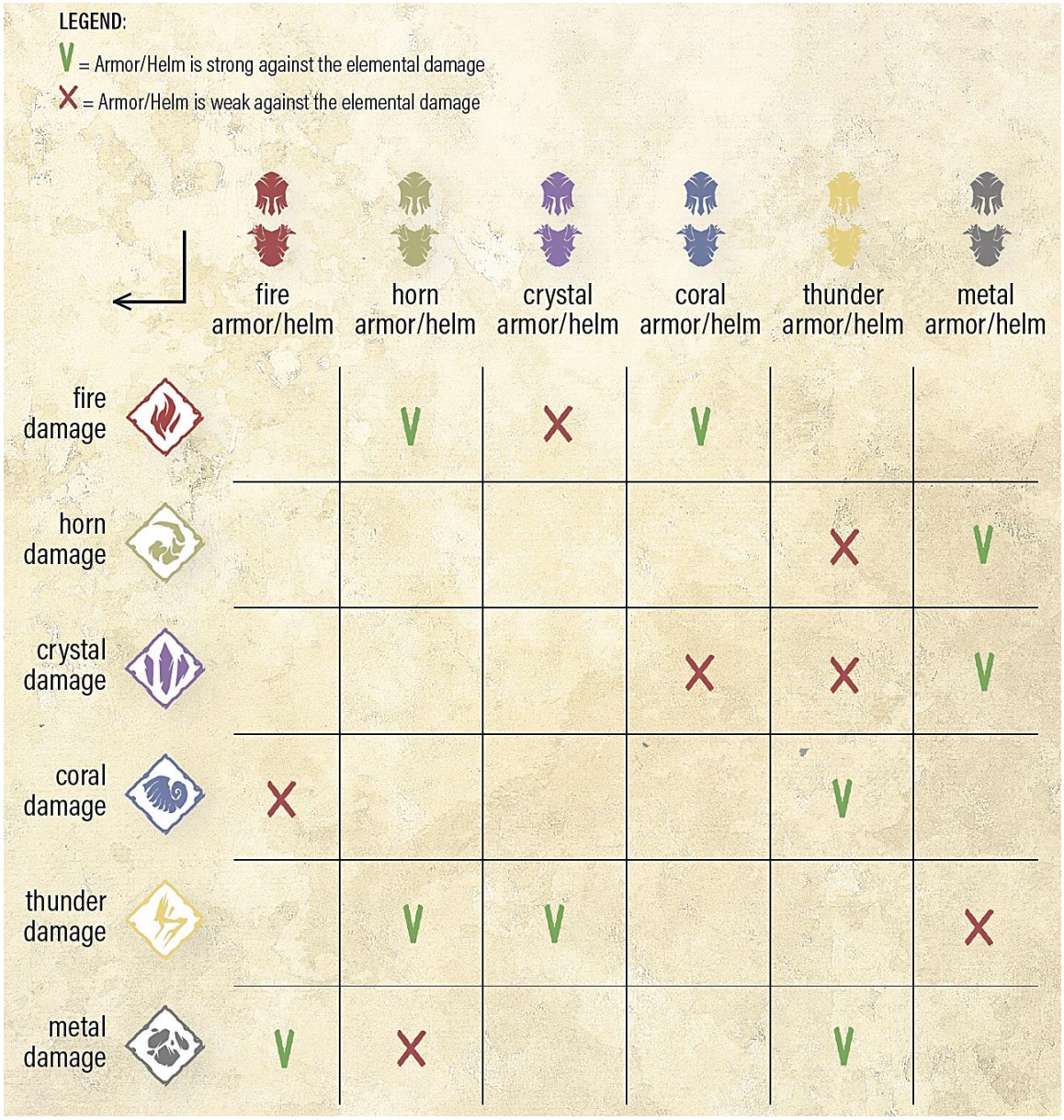
	fire damage	horn damage	crystal damage	coral damage	thunder damage	metal damage
Vyraxen		V	X	V		
Kharja		V	X	V		
Toramat				V	X	V
Dygorax	X				X	
Korowon	X				V	X
Orouxen	X		V			X
Ozew		V	V	X		X
Jekoros			V	X		X
Felaxir	V	X		X		
Morkraas					X	V
Hurom		X	X		V	
Tarragua	V	X		V	V	

7.7. Elemental Strengths & Weaknesses – Armour/Helm

The Element of your Armor and Helm cards is important when you receive elemental damage. Monsters often deal elemental damage, e.g., 1 = 1 fire damage; 1 = 1 crystal damage; etc. When this happens, you must check your Armor and Helm cards' strengths and weakness to see if you must apply any modifier to that damage.

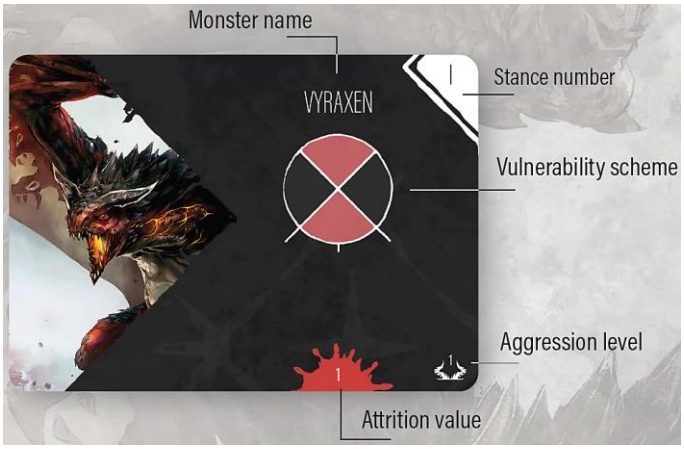
- If your equipment is Strong X against that damage Element, you reduce the damage by X
- If your equipment is Weak X instead, you suffer X additional damage

Note: Modifiers of Armor and Helm are summed together. If your Armor is Strong 1 and your Helm is Weak 1, the total modifier is 0.



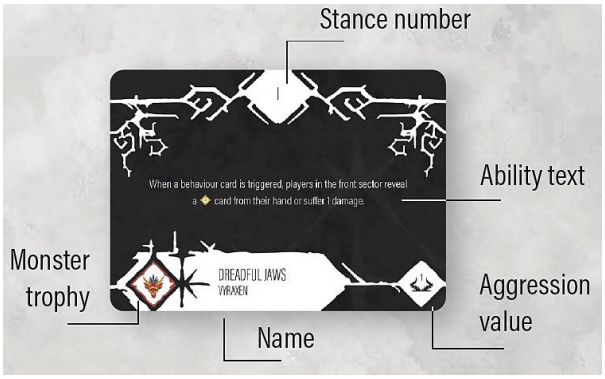
7.8. Cards

Stance Card
[p18]
[p25-26]



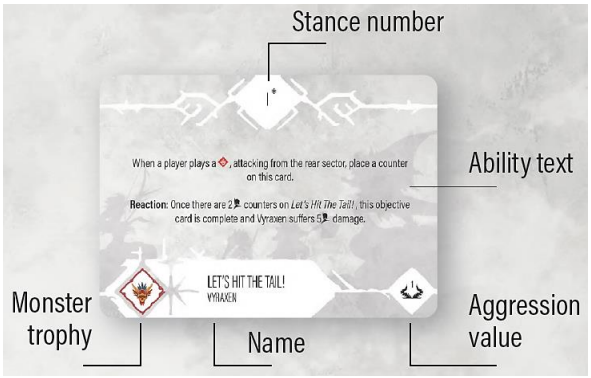
[1.1] Monster Setup
[3.5] End of Turn
[5.3] Dealing Damage & Defeating the Monster
[5.14] 10+ Monster Struggle Tokens (Unleash)
[5.15] Plateau Terrain (Mount the Monster)

Peril Card
[p38]


Stance number
When a behaviour card is triggered, players in the front sector reveal a card from their hand or suffer 1 damage.
Ability text
Monster trophy
DREADFUL JAWS
VYRAXEN
Aggression value
Name

[1.1] Monster Setup
[5.3] Dealing Damage & Defeating the Monster
[5.11] Peril Cards
[5.14] 10+ Monster Struggle Tokens (Unleash)

Objective Card
[p38]


Stance number
When a player plays a , attacking from the rear sector, place a counter on this card.
Ability text
Reaction: Once there are 2 counters on Let's Hit The Tail!, this objective card is complete and Vyraxen suffers 5 damage.
Monster trophy
LET'S HIT THE TAIL!
VYRAXEN
Name
Aggression value

[1.1] Monster Setup
[5.3] Dealing Damage & Defeating the Monster
[5.12] Objective Cards

Attrition Card
[p30]

[1.1] Monster Setup
[3.1] KO
[3.3] Move
[3.4] Sequence
[3.5] End of Turn
[5.14] 10+ Monster Struggle Tokens (Unleash)
[5.15] Plateau Terrain (Mount the Monster)

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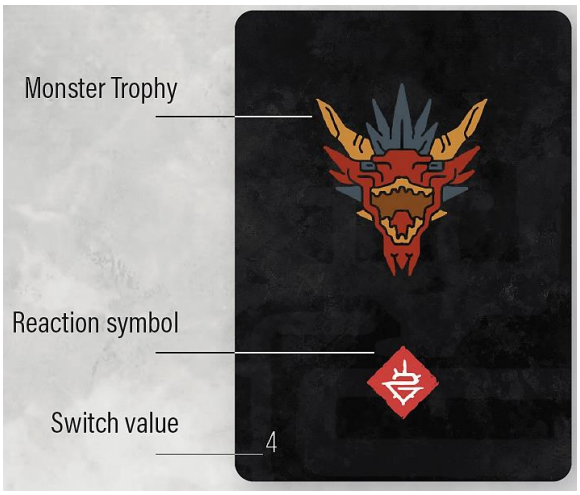
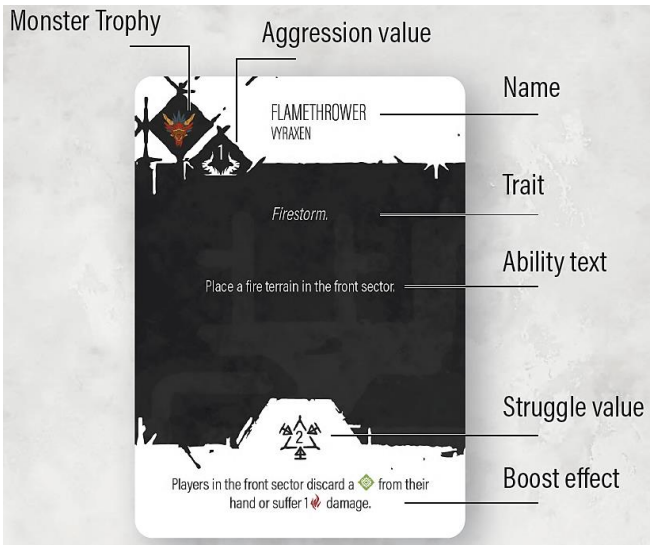
Behaviour Card
[p20]
[p34]





[1.1] Monster Setup
[2.2] Monster Struggle
[2.4] Behaviour Switch
[3.2] Start of Turn
[3.4] Sequence
[3.7] Monster Orientation
[5.1] Resolving Cards
[5.2] Monster Boost
[5.7] Empty Monster Behaviour Deck (Escalation)
[5.15] Plateau Terrain (Mount the Monster)

Action Card
[p22]
[p24]

[1.2] Player Setup
[3.1] KO
[3.6] End of Turn
[5.4] Receiving Damage & KO
[5.6] Empty Action Card Deck (Tired)
[5.15] Plateau Terrain (Mount the Monster)
[7.4] Action Card Symbols

Wound Card
[p33]

[3.4] Sequence
[5.4] Receiving Damage & KO
[6] End of Game

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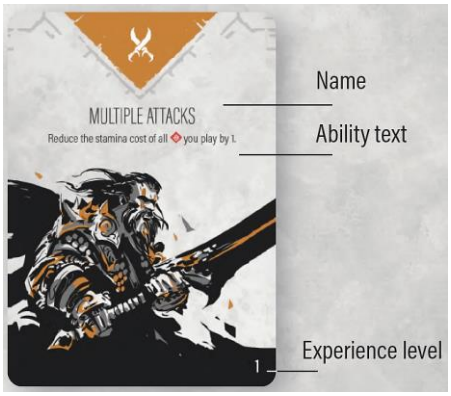
Mastery Card
[p30]



[1.2] Player Setup
[5.10] Mastery Cards

Weapon
[p29]

[1.2] Player Setup
[3.4] Sequence
[5.6] Empty Action Card Deck (Tired)
[5.13] Weapon and Armour
[5.15] Plateau Terrain (Mount the Monster)
[7.6] Elemental Strengths & Weaknesses – Monsters

Armour/Helm
[p29]

Element
Class
BLACKBONE ARMOR
LEVEL 1
Armor name and level
Ability text
You may accumulate 2 stamina token instead of 1.
At the end of your turn, if you have 2+ cards in your hand, take 1 extra stamina token.
Life point value (*)
Strengths
Weakness
Armor card

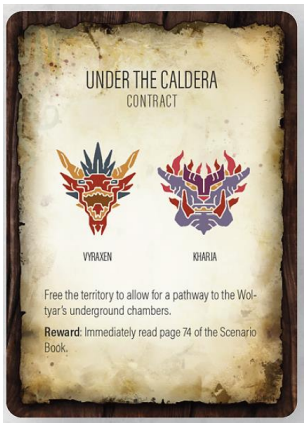
[1.2] Player Setup
[3.4] Sequence
[5.4] Receiving Damage & KO
[5.13] Weapon and Armour
[7.7] Elemental Strengths & Weaknesses – Armour/Helm

7.9. Campaign Cards

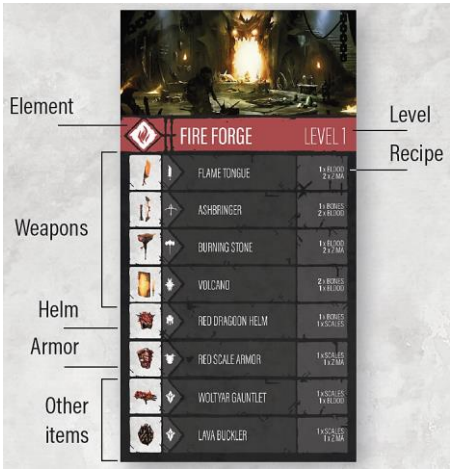
Quest Card
[pC4]

Quest Id
2. QUAKES AT THE RED SPEARS
QUEST
An expedition to the Red Spears in the rocky desert of Harras aims to save a group of explorers being victim of the recent earthquakes in the region. Some sepcimen of Toramat have been spotted in that area after the quakes making it dangerous to accomplish the rescue.
TORAMAT
Quest Name
Narrative introduction
Monster Trophy
Monster Element

Contract Card
[pC4]


UNDER THE CALDERA
CONTRACT
VYRAXEN
KHARIA
Free the territory to allow for a pathway to the Wol-tyar's underground chambers.
Reward: Immediately read page 74 of the Scenario Book.

Forge Card
[pC2]



Alchemist Card
[pC3]

Potion
[pC16]

ALEMORE
LEVEL 1
Consume: Choose a player in your sector to heal 2.
If the attrition value of the topmost card in the attrition discard pile is 1, heal 4 instead.

Common Resource
[pC3]

Element
[pC3]

Herbs
[pC8]

7.10. Terrain

Baethanis *[p23]* *[p43]*		[3.2] Start of Turn
Brush *[p23]* *[p43]*		[3.3] Move [3.7] Monster Orientation [5.5]Fire
Cyricae *[p23]* *[p43]*		[3.4] Sequence
Fire *[p23]* *[p43]*		[3.3] Move [4] End of Round [5.5]Fire
Plateau *[p43]*		[3.2] Start of Turn [3.6] End of Turn [5.15] Plateau Terrain (Mount the Monster)
Rock *[p44]*		[3.5] Attrition
Sand *[p44]*		[3.3] Move

7.11. Tokens

+1/-1 Damage		[1.2] Player Setup
+1/-1 Attrition		**+1/-1 Attrition** tokens can be used as reminders when mentioned on Monster Peril cards and other Monster/Hunter cards
Acceleration		[2.2] Monster Struggle
Aggro		[1.5] First Player [3.4] Sequence [3.7] Monster Orientation [5.4] Receiving Damage & KO

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Armor		[3.4] Sequence [7.7] Elemental Strengths & Weaknesses – Armour/Helm
Blind		[4] End of Round [5.11] Peril Cards
Counter		[5.10] Mastery Cards
Damage		[3.1] KO [3.2] Start of Turn [3.4] Sequence [3.5] Attrition [5.3] Dealing Damage & Defeating the Monster [5.4] Receiving Damage & KO [5.5] Fire [5.6] Empty Action Card Deck (Tired) [5.13] Weapon and Armour [5.14] 10+ Monster Struggle Tokens (Unleash) [5.15] Plateau Terrain (Mount the Monster) [7.6] Elemental Strengths & Weaknesses - Monsters [7.7] Elemental Strengths & Weaknesses – Armour/Helm
Deplete		[3.4] Sequence [5.4] Receiving Damage & KO [5.13] Weapon and Armour [5.15] Plateau Terrain (Mount the Monster) [6] End of Game
KO		[3.1] KO [5.4] Receiving Damage & KO
Stamina		[3.3] Move [3.4] Sequence [3.6] End of Turn [5.15] Plateau Terrain (Mount the Monster)
Strain		[3.1] KO [3.6] End of Turn
Struggle		[2.2] Monster Struggle [3.4] Sequence [5.2] Monster Boost [5.7] Empty Monster Behaviour Deck (Escalation) [5.14] 10+ Monster Struggle Tokens (Unleash)
Stun		[3.2] Start of Turn [3.4] Sequence [3.7] Monster Orientation [4] End of Round
Threat		[3.3] Move [3.5] Attrition